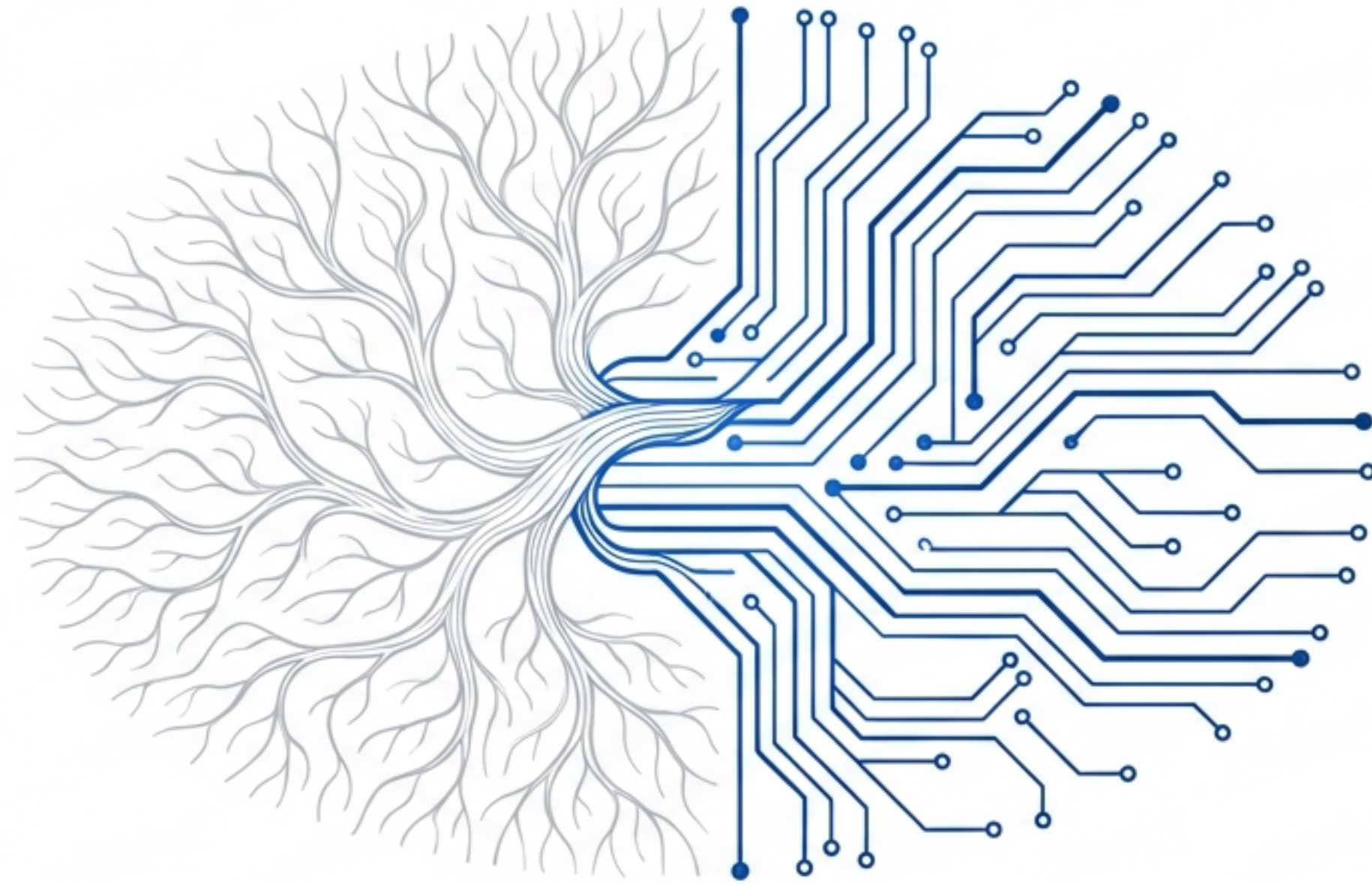


The Next Step for AI: From Thinking to Knowing

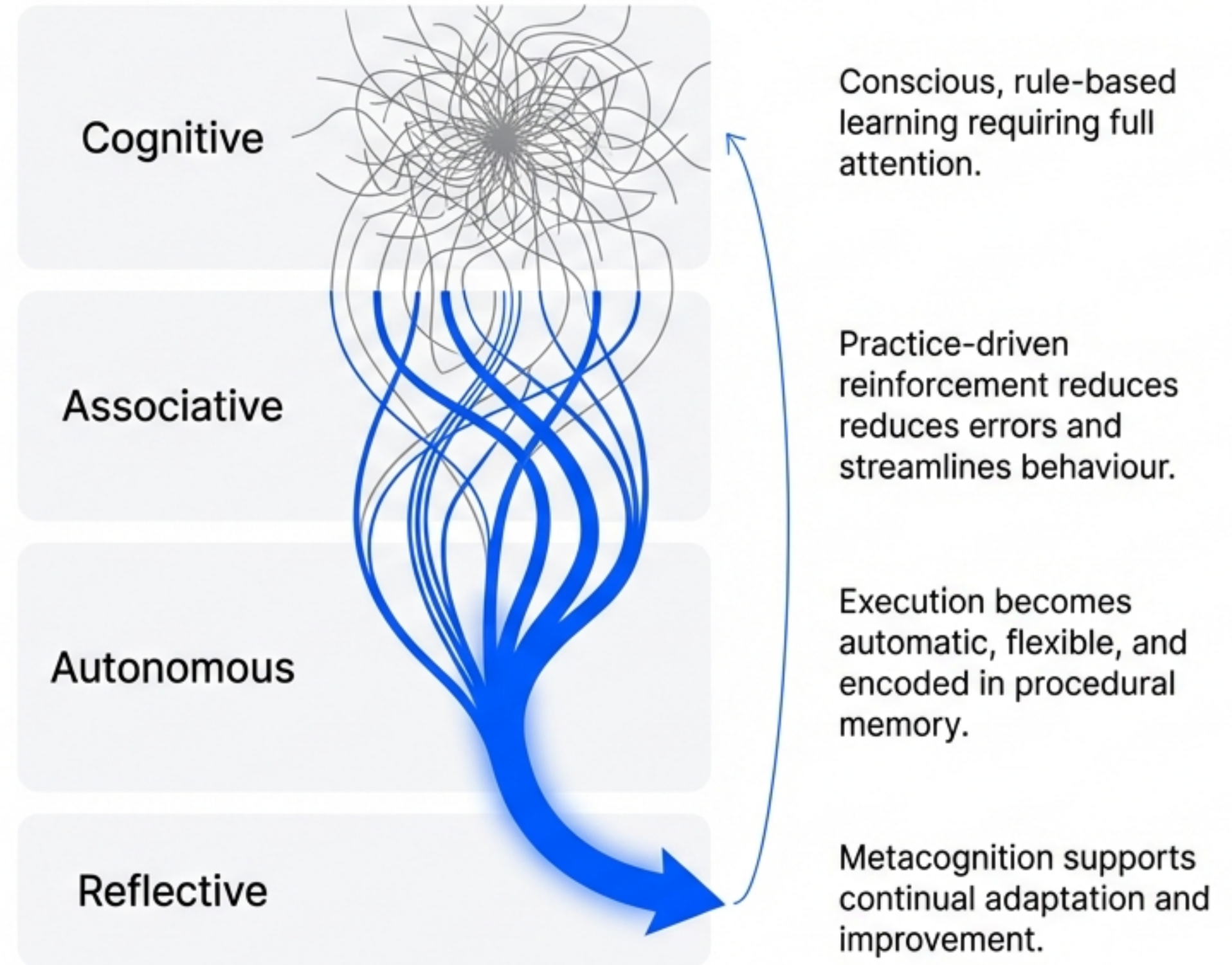
A review of Agent Skills through the lens of Procedural Memory



Based on the survey by Yaxiong Wu & Yongyue Zhang

We don't re-learn how to ride a bicycle every single time.

Human skill mastery is a journey from **conscious effort to automatic execution**. This is the power of procedural memory—a system that encodes *how* to perform tasks, not just *what* to know. This progression follows distinct stages:

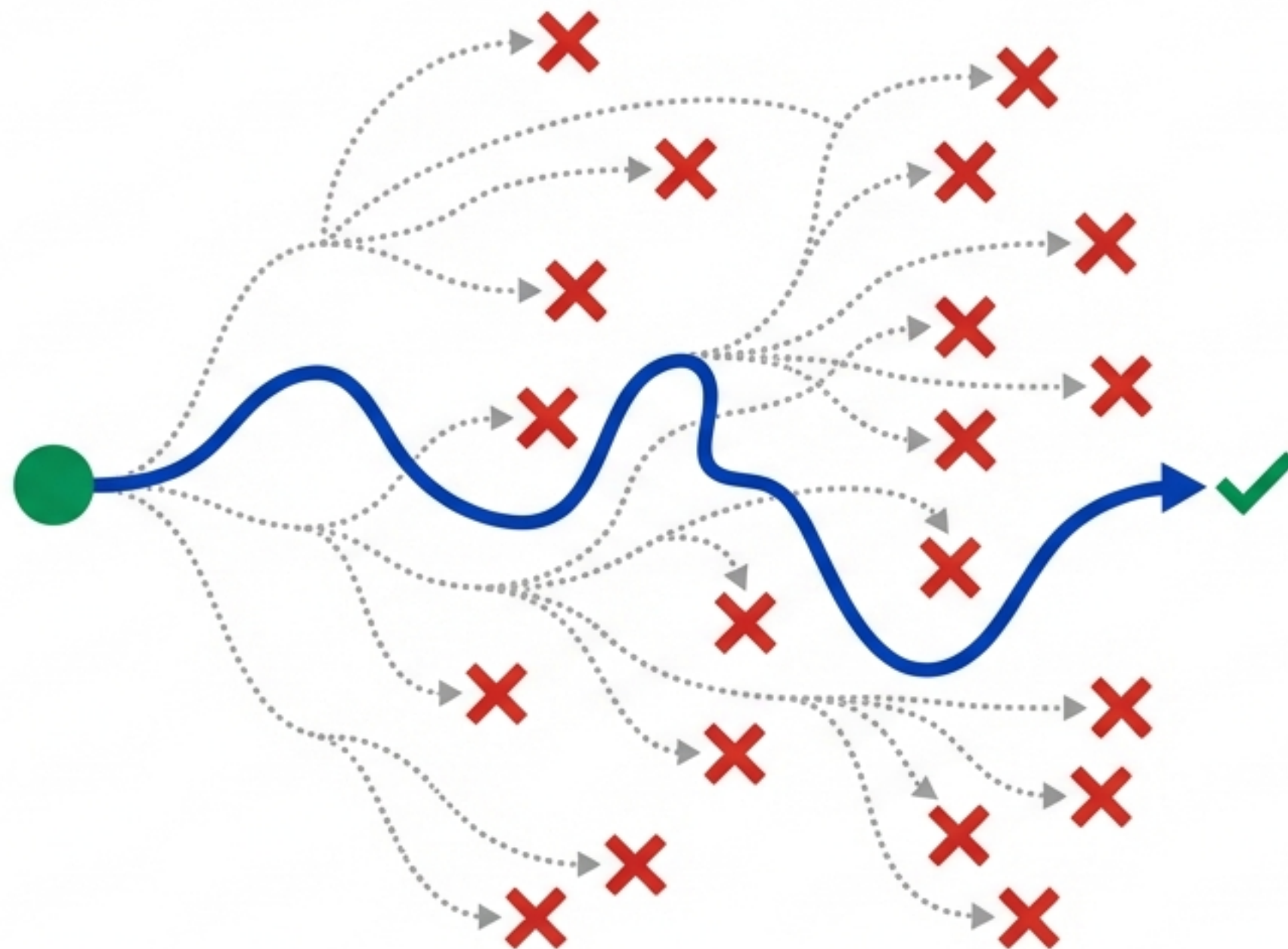


Today's LLM agents suffer from a form of amnesia.

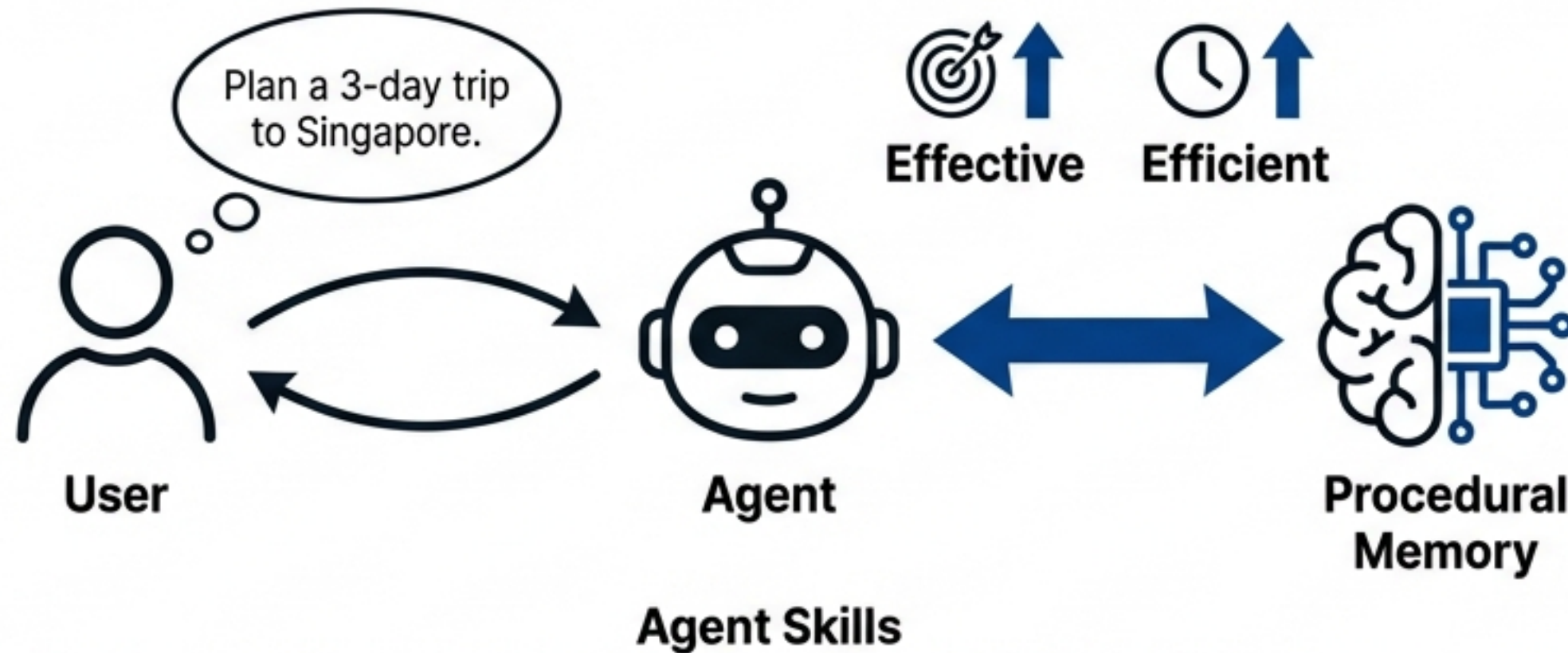
Without a mechanism to retain procedures, current agents are limited in long-horizon, complex tasks. They rely heavily on inefficient and fragile “trial-and-error” exploration.

- Decisive error steps from which they cannot recover.
- Low overall success rates.
- Unstable and unpredictable performance.

Essentially, they are forced to re-derive solutions from scratch for every complex task.



The solution is a procedural memory for AI.



Name: PlanMultiDayCityTrip

Description: Reusable procedure for planning a multi-day city trip by jointly optimizing itinerary structure, attractions, transportation, and budget.

Steps:

1. **Extract Constraints:** trip duration, preferences, budget.
2. **Select Attractions:** rank POIs by interest, distance, and diversity.
3. **Daily Itinerary Layout:** cluster activities by location and time.
4. **Transportation Planning:** estimate travel time and route between stops.
5. **Budget Allocation:** estimate costs and adjust plan to constraints.

Agent Skills are reusable, structured units of procedural knowledge that encode *how* to perform tasks.

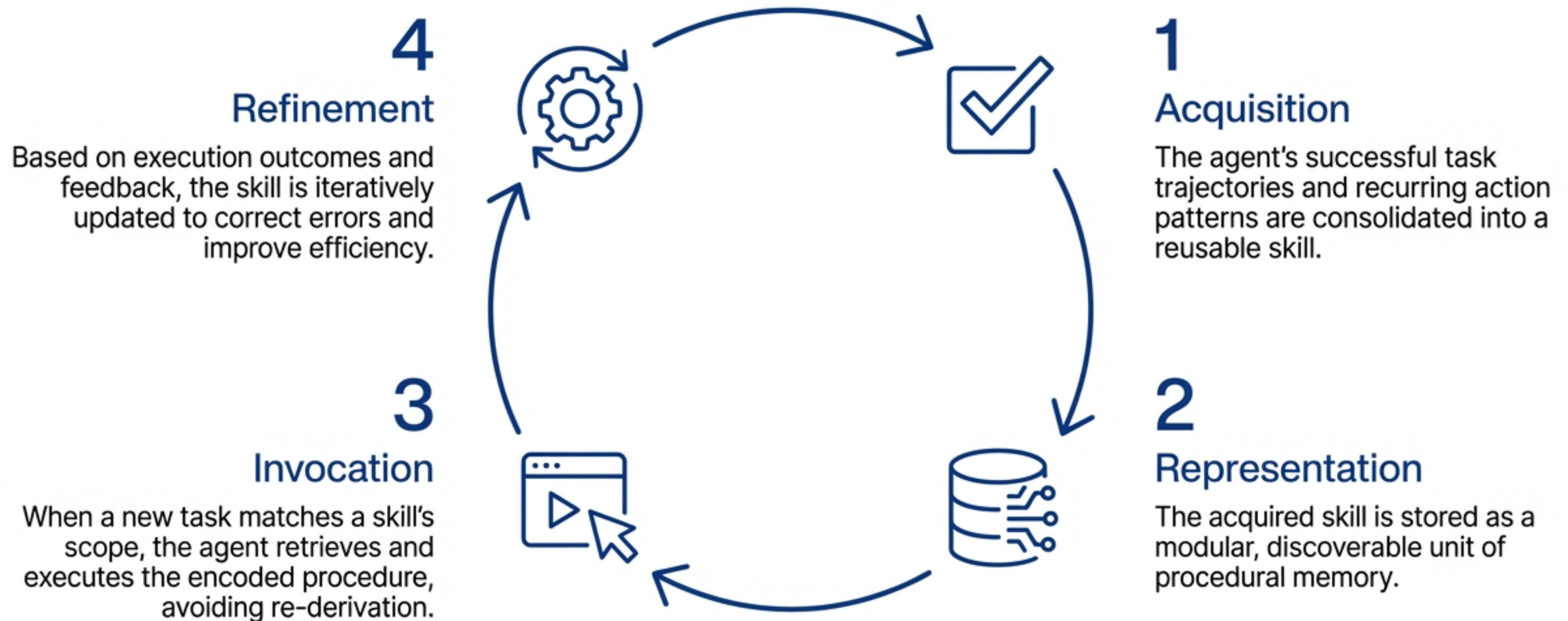
They enable agents to internalise, retain, and reuse task-solving procedures gained from experience.

This mechanism parallels human skills, allowing agents to:

- Bypass repeated trial-and-error reasoning.
- Invoke experience-grounded action templates.
- Transition from one-shot reasoning towards sustained, experience-driven intelligence.

The Lifecycle of an Agent Skill: From Experience to Expertise.

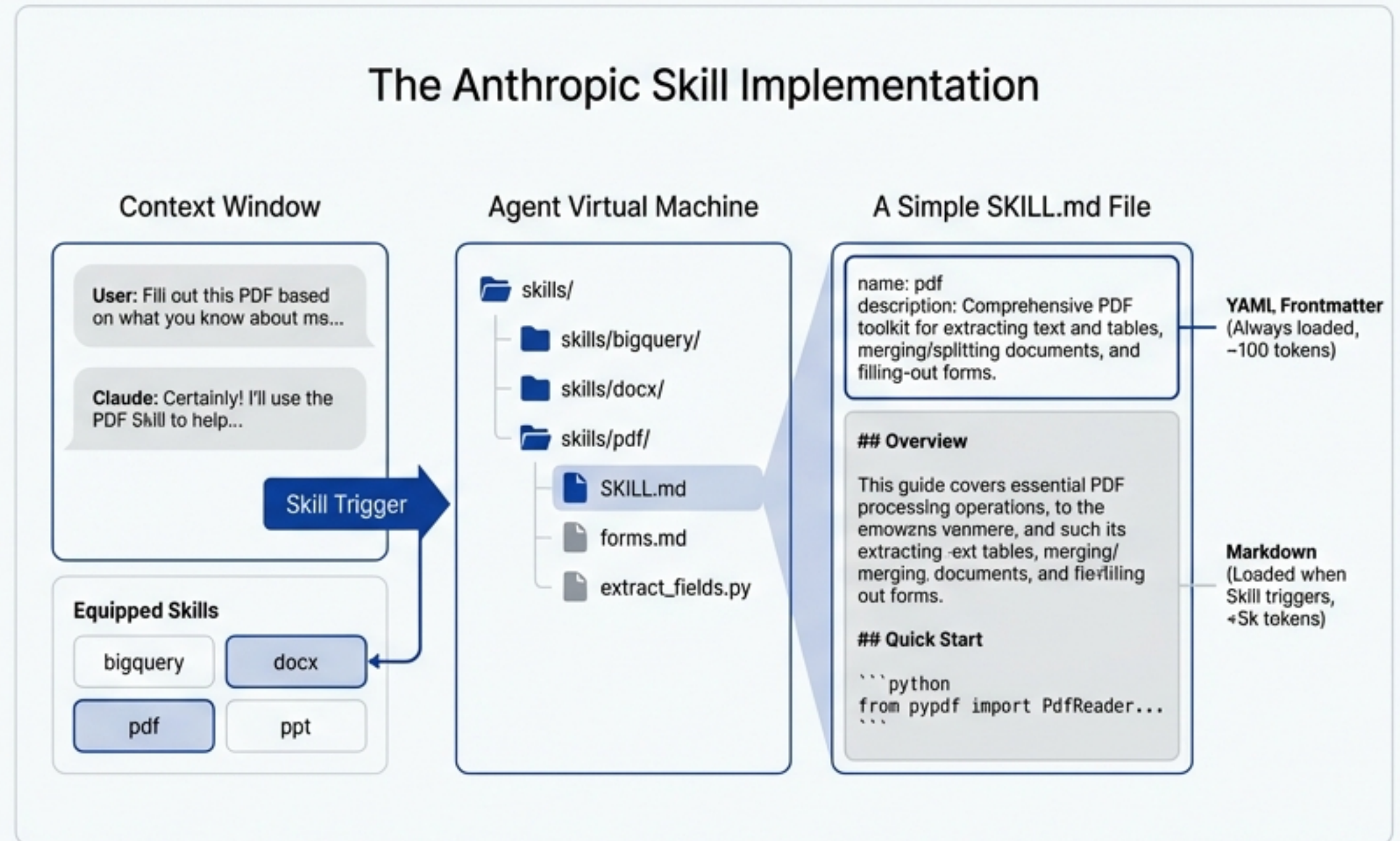
Problem-solving with Agent Skills follows a structured lifecycle where procedural knowledge is acquired, stored, used, and improved through feedback.



The anatomy of a skill: The Anthropic implementation.

Anthropic's framework provides a concrete, lightweight implementation using a filesystem-based abstraction.

- **Skill Organisation:** A skill is a self-contained folder centred around a `SKILL.md` file. This file contains YAML frontmatter for metadata (name, description) and Markdown for procedural instructions. The folder can also include executable scripts and other resources.
- **Progressive Disclosure:** To manage context efficiently, the agent initially loads only the lightweight skill metadata. The full instructions inside `SKILL.md` and any associated files are loaded only when the skill is triggered by a matching task.
- **Runtime Invocation:** A compatible agent discovers skills, matches tasks to them based on metadata, and then activates them by loading instructions or executing bundled code.



The four pillars of value for skill-based agents.

Agent Skills provide a principled mechanism for encapsulating and reusing procedural knowledge, addressing key challenges in agent development.



Reliability

Externalising procedures into consistent skills reduces reliance on fragile prompting and improves stability of long-horizon behaviour.



Efficiency

Replacing repeated, ad-hoc reasoning with direct invocation of defined procedures reduces computation and lowers development costs.



Scalability

Skills become portable, auditable units of organisational knowledge, ensuring consistent and interoperable behaviour across users, platforms, and agents.

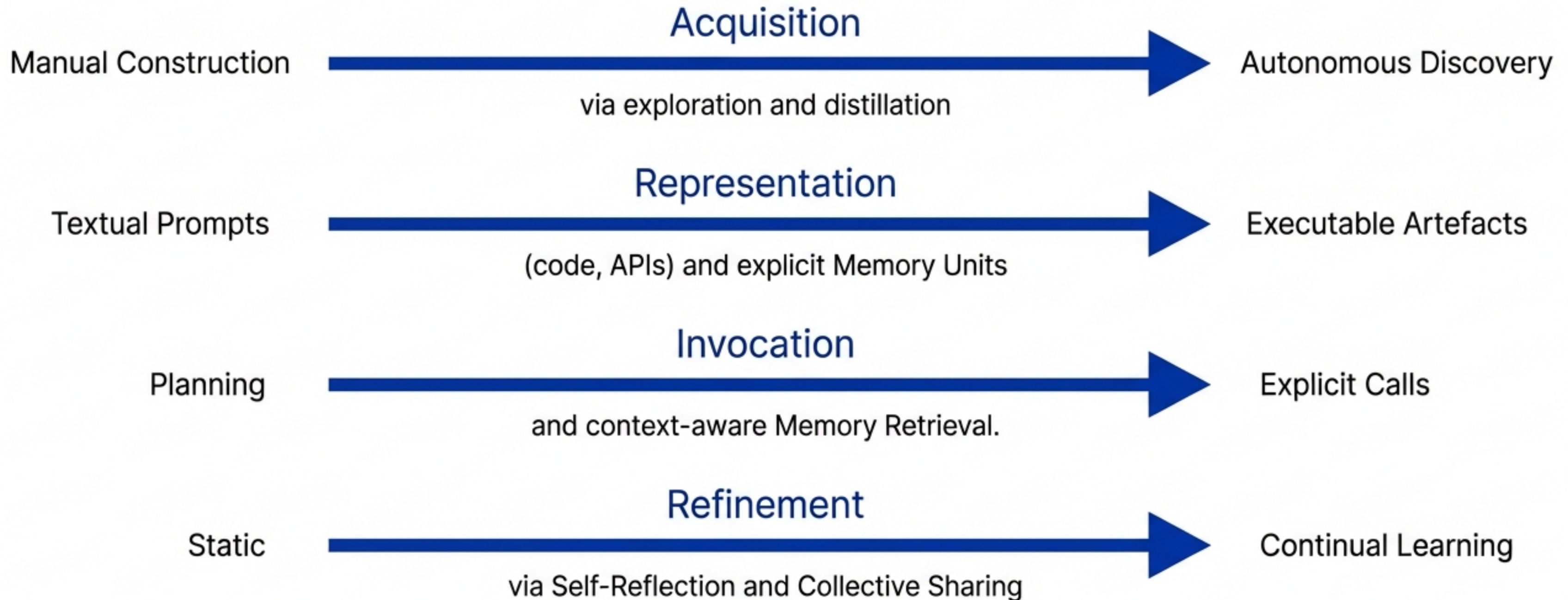


Self-Evolution

Skills provide a concrete substrate for agent improvement. Through reflection and refinement, they function as an operational memory that supports continual learning.

The skill ecosystem is evolving towards autonomy and dynamism.

Across the research landscape, a clear evolutionary path is emerging for how Agent Skills are implemented. The field is progressing from manually engineered, static artefacts towards experience-driven, continually evolving systems.



Key design choices across the skill lifecycle.

Implementing a skill-based agent involves specific design choices across the four core dimensions.

Acquisition Methods



From Demonstrations
(*SkillAct*)



From Exploration & Task Proposal
(*ASD*, *PAE*)



From Experience Distillation
(*TAIRA*, *ReMe*)

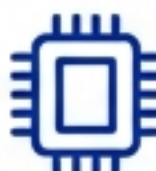
Representation Formats



Textual Prompts
(*SkillAct*)



Executable Artefacts
(Programs, APIs)
(*ASI*, *SkillWeaver*)



Procedural Memory Units
(*Memp*, *CER*)

Invocation Mechanisms



Integrated into Planning
(*SkillAct*, *ASD*)



Explicit Calls
(APIs, tools)
(*ASI*, *Anthropic Agent Skills*)



Memory Retrieval
(*CER*, *ReMe*)

Refinement Strategies



Reflection & Self-Correction
(*CASCADE*, *ReMe*)



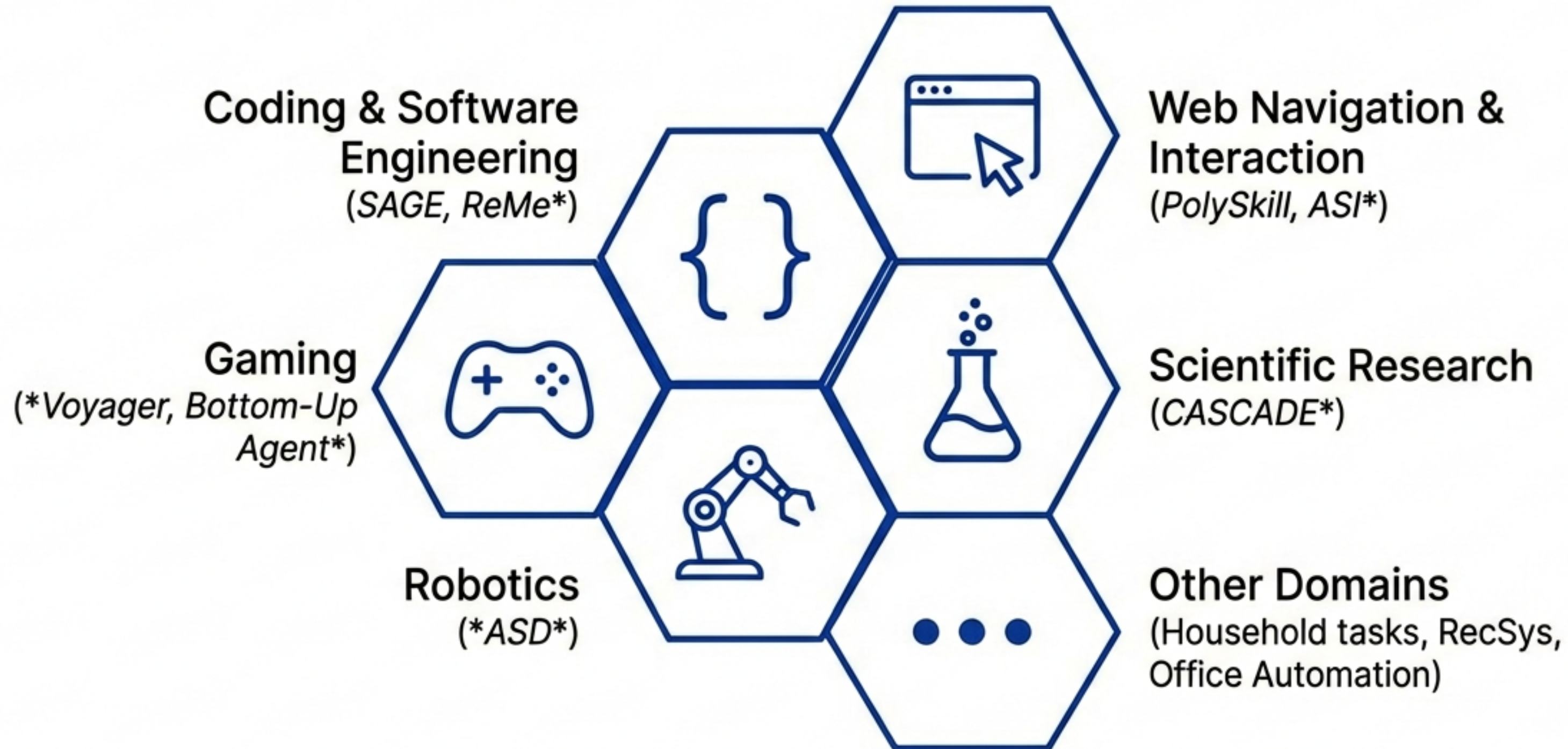
Continual Learning
(*SAGE*, *Memp*)



Collective & Shared Learning
(*LEGOMem*, *SkillWeaver*)

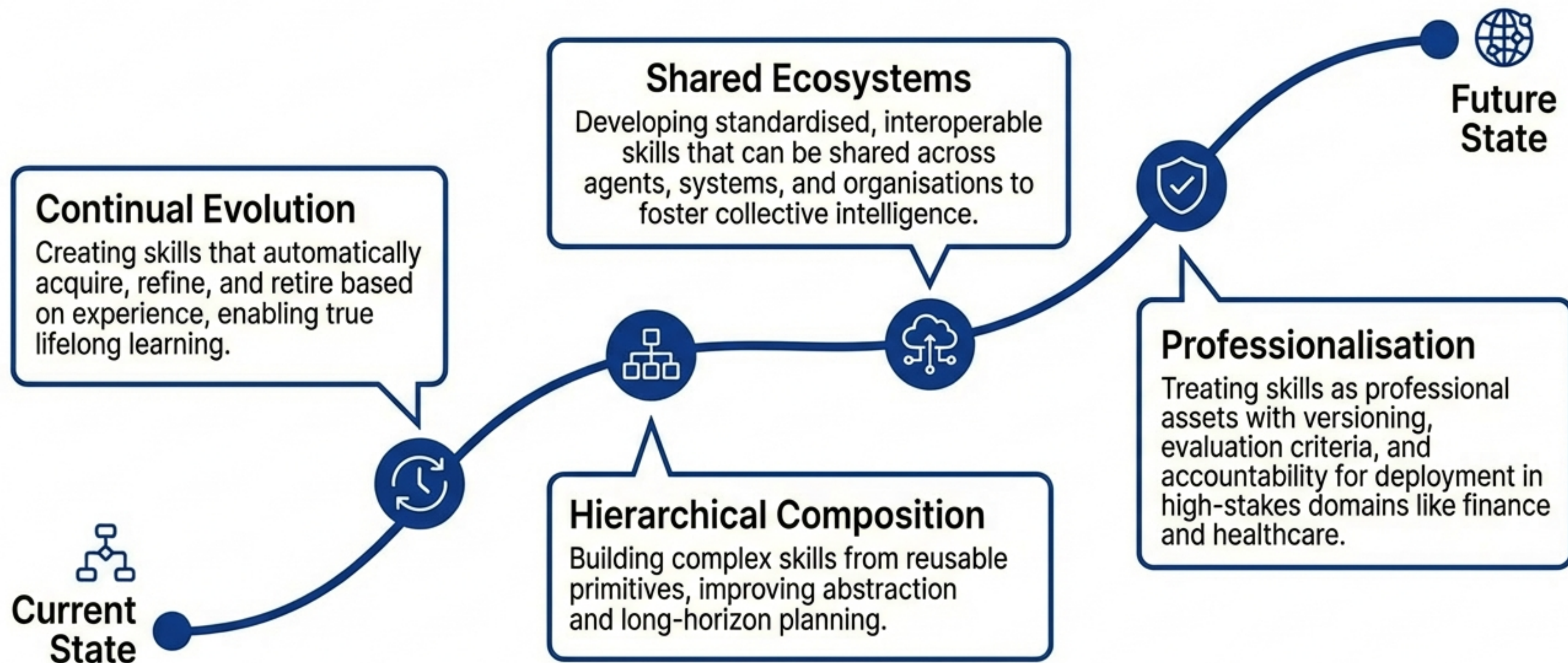
Where Agent Skills are making an impact.

Agent Skills are effective in domains with recurring procedures, long-horizon tasks, and potential for experience reuse. Key applications include:



The roadmap from ad-hoc artefacts to a mature foundation.

To realise their full potential, Agent Skills must evolve beyond isolated implementations. The future path involves addressing four key challenges:





Agent Skills are the bridge from one-shot reasoning to experience-driven intelligence.

Viewing skills as a form of procedural memory provides a principled foundation for building the next generation of autonomous systems. This approach is central to moving agents beyond isolated problem-solving and toward reliable, scalable, and self-improving intelligence.

Resources & Further Reading.



Original Survey Paper

"Agent Skills from the Perspective of Procedural Memory: A Survey"
- Y. Wu, Y. Zhang.



Key Implementations & Repositories



Anthropic Agent Skills:
github.com/anthropics/skills



OpenAI Skills:
github.com/openai/skills



Hugging Face Skills:
github.com/huggingface/skills

